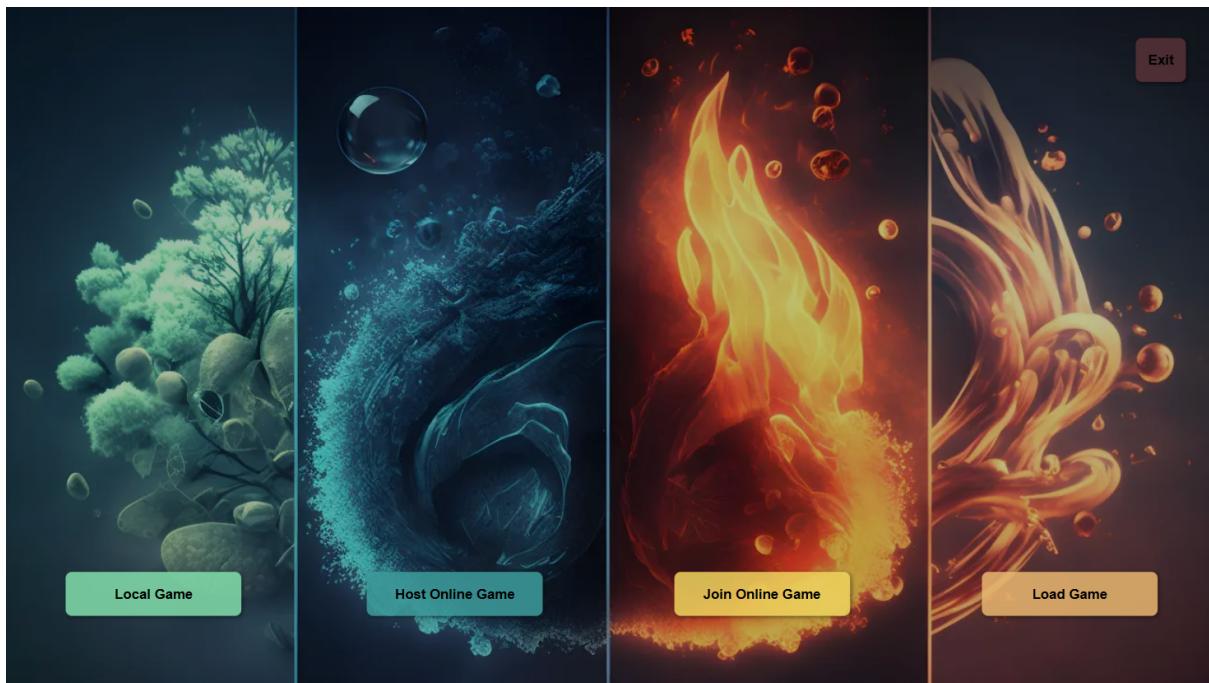


# Sagani How to Play

Main Menu:



Local Game opens the Local Game Menu

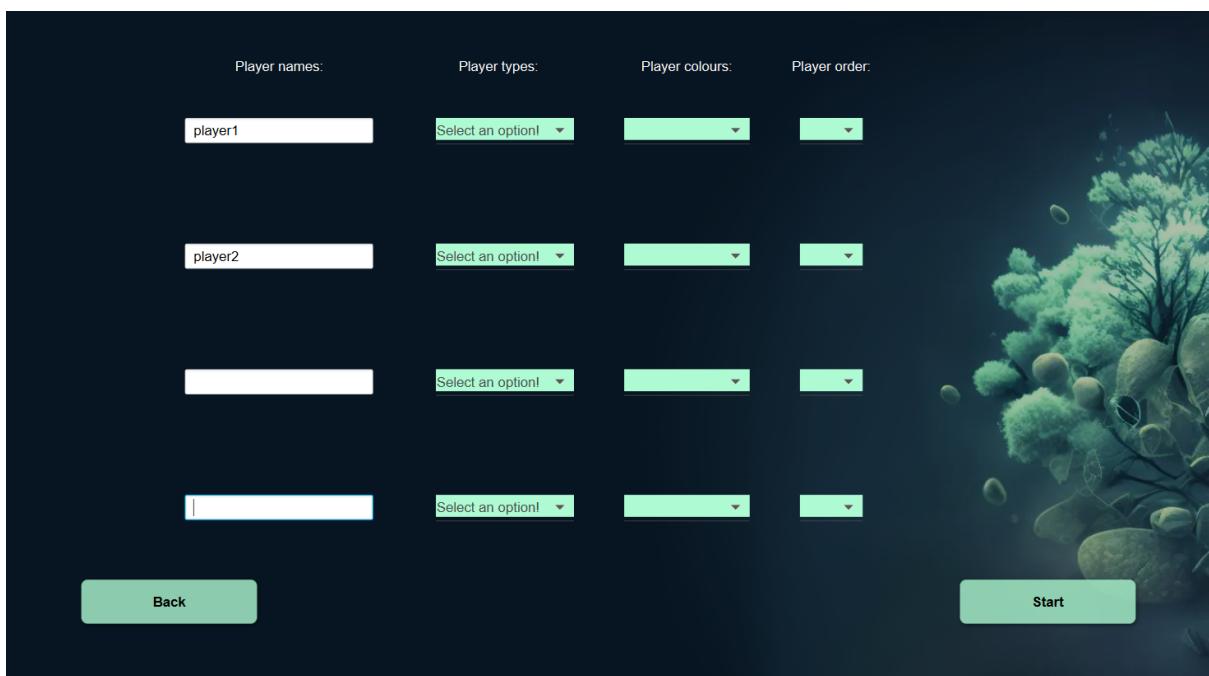
Host Online Game opens the Host Online Game Menu

Join Online Game opens the Join Online Game Menu

Load Game opens the Load Game Menu

Exit closes the application

Local Game Menu:

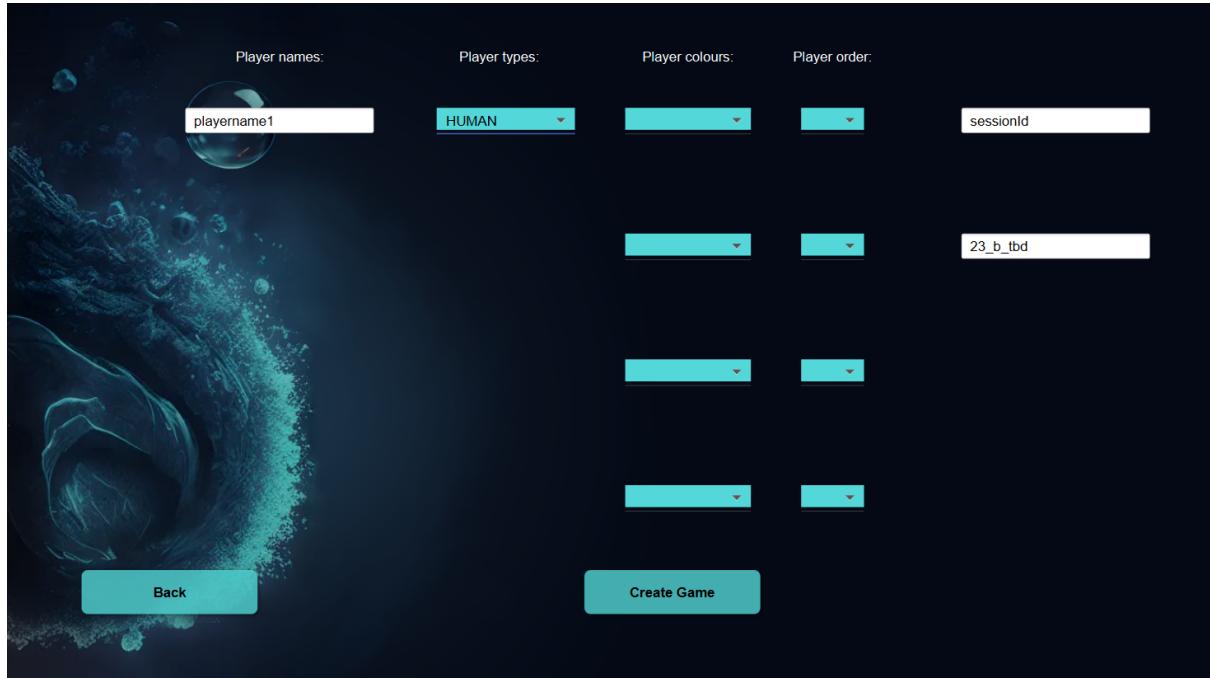


Allows 2-4 players with a mandatory selection of “Player type” for each participating player. Disc Colour and Player Order are optional fields but players are not allowed to use the same colour.

Back returns to the Main Menu:

Start starts the game.

Host Game Menu:



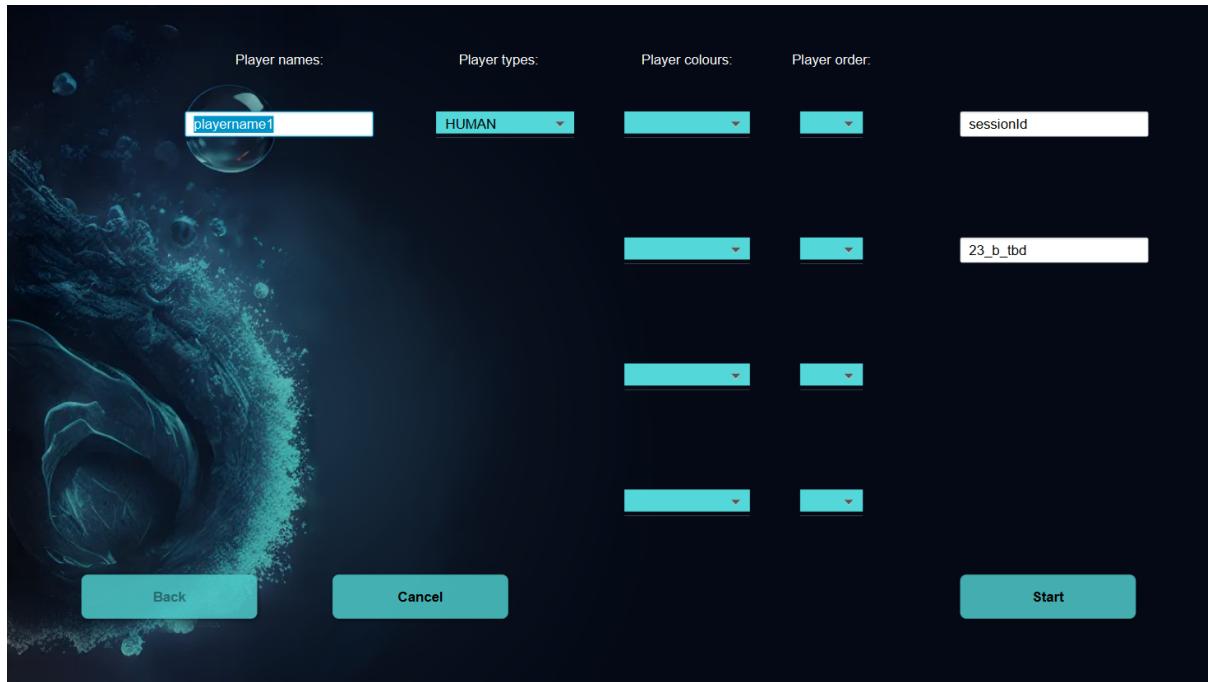
Host only chooses 1 playername, the others are selected by joined players.

Other game options are similar to “Local Game Menu”

Create Game opens a lobby to the server, with given sessionId as the lobby name when the secret is correct.

Back returns to the Main Menu and is only available when no connection is made to the server.

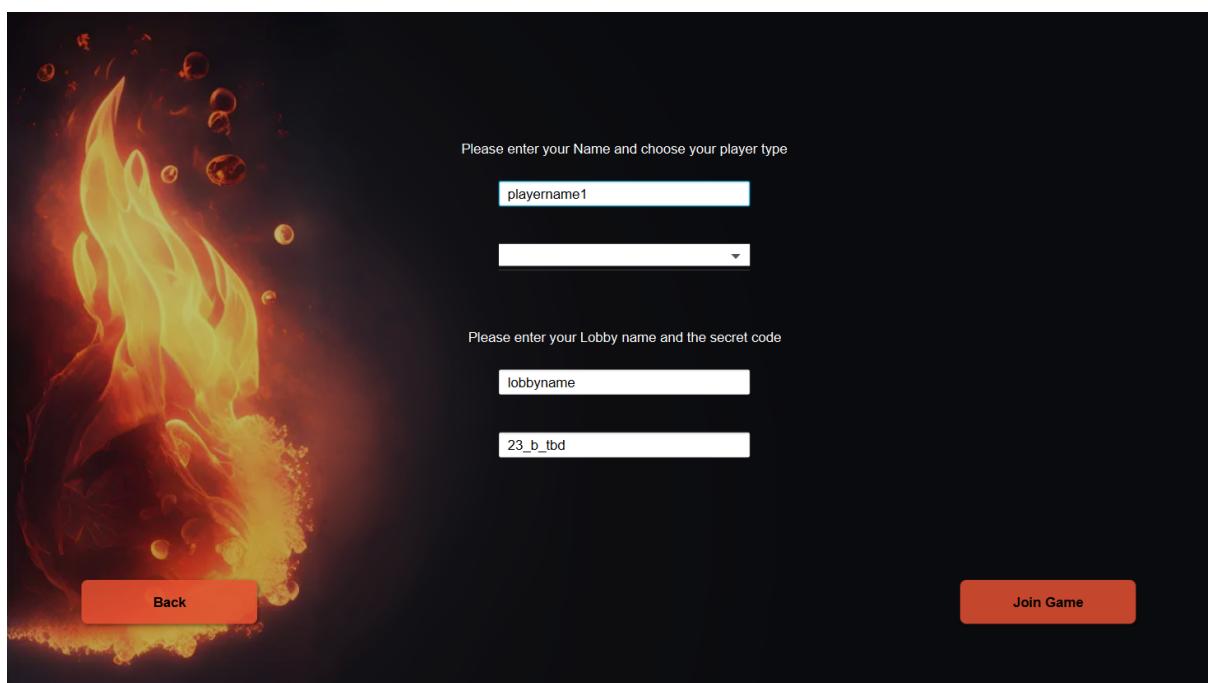
After game is created:



Start starts the game and is only available once a game is created.

Cancel disconnects the connection to the server and returns to the Host Game Scene.

Join Game Menu:

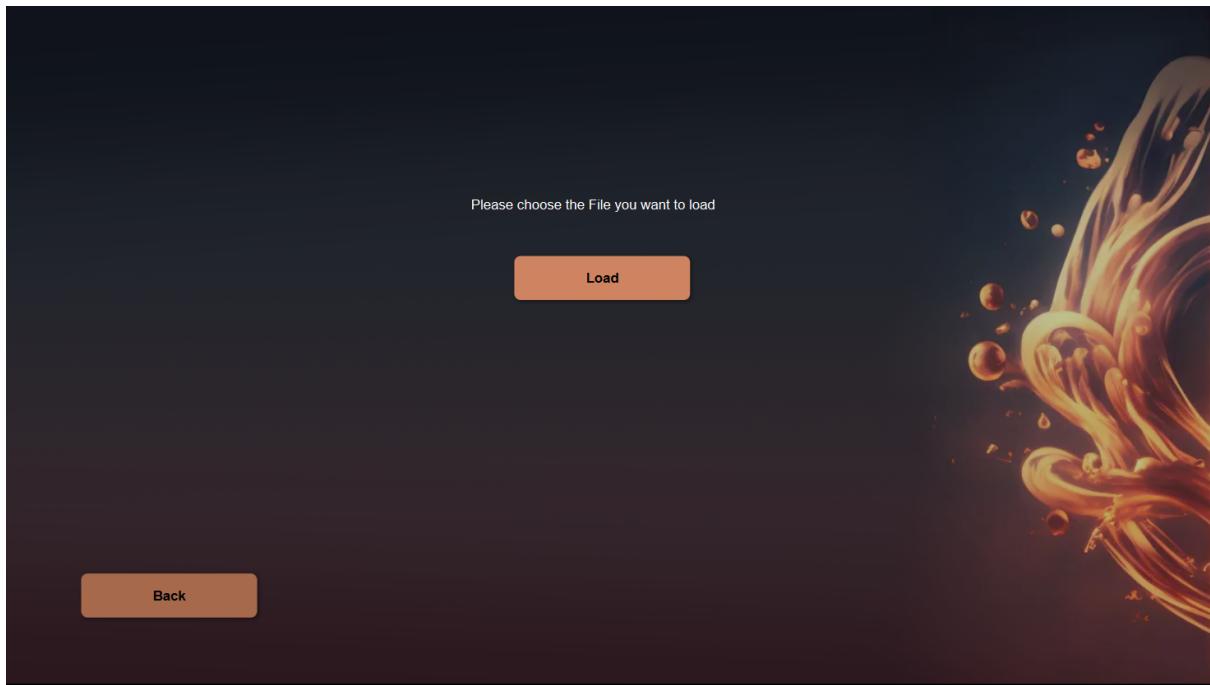


User chooses only the name and player type.

Join Game connects the player to the "lobbyname" when the secret is correct.

Back returns to the Main Menu.

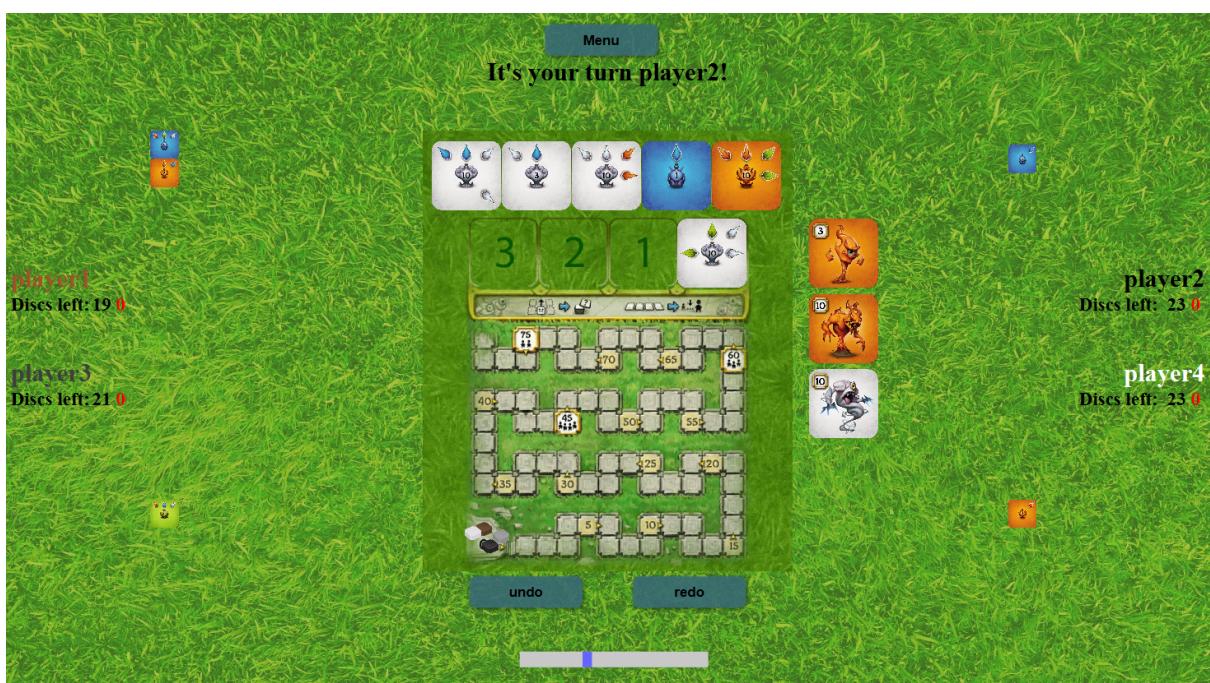
Load Game Menu:



Load allows the user to choose a .txt file to open. If it is a correct game file, the saved game state will be opened.

Back returns to the Main Menu.

Game Scene:



Undo, redo and the slider are only available in local games.

Undo allows the user to go back a move and redo to go forward a move.

The game has 4 different speeds for ai: 10s, 4s, 1s, 0.1s.

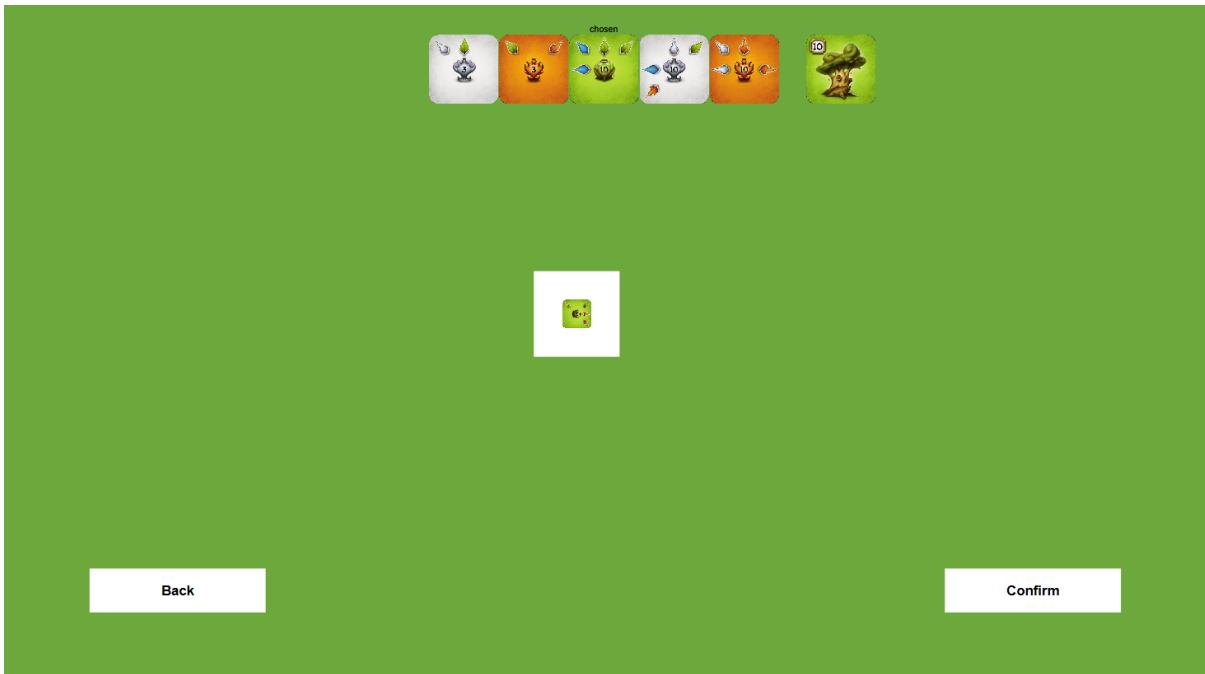
The user can either click on the correct place to adjust the speed or click on any other position on the line and move the cursor to the wanted speed position.

The draw piles are to the right of the board and the first one is at the top. (You always have to click on the top drawpile to select the card)

The active player can choose tiles that are correct to select by the rules.

When the active player clicks on a tile the Place Tile Scene is shown that allows the player to interact with the tile.

Place Tile Scene:

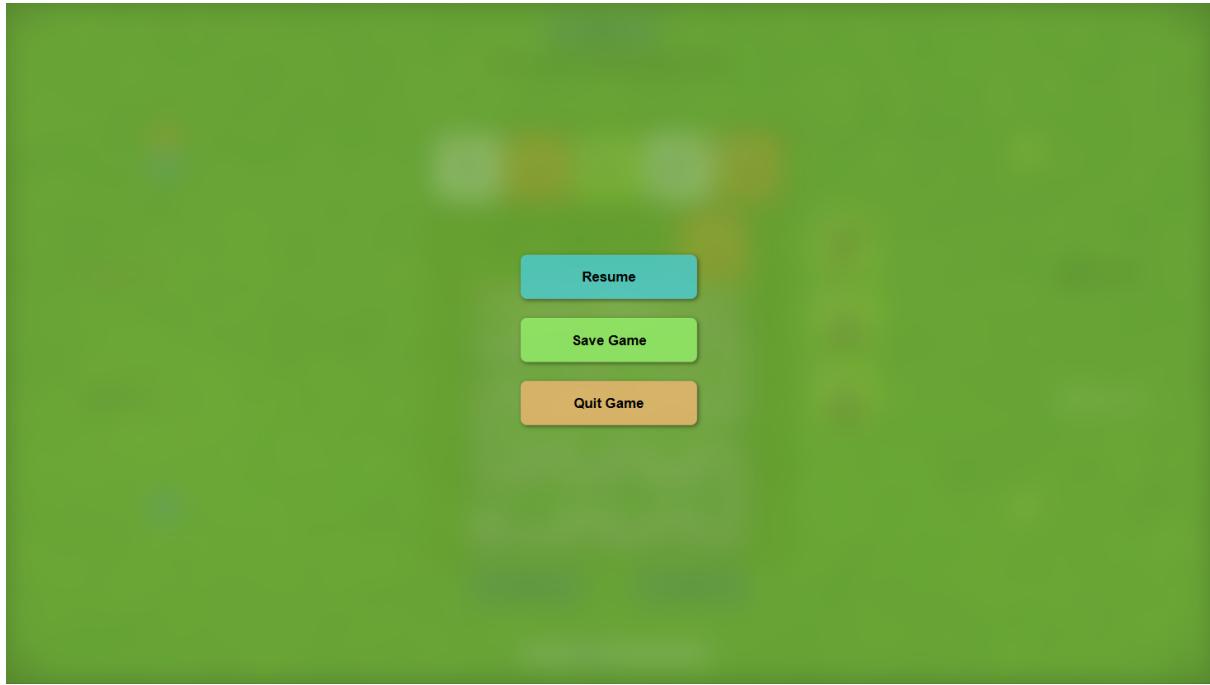


The chosen tile is shown at the top and the user can choose a different tile by clicking on it. The tile is placed by clicking on the grid at the wanted location. The player can rotate the tile by clicking on it in the grid.

"Confirm" confirms the current position of the tile with its rotation.

"Back" returns to the previous scene.

Menu:



“Resume” closes the menu and returns to the game scene

“Save Game” allows the user to choose a folder and name to store the current state of the game for later usage.

“Quit Game” exits the game and returns to the main menu.